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## SUMMARY OF MAJOR COMMANDS

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## INTRODUCTION

Your terminal is connected to an IBM 4361 processor on the 5th floor at 12th & I. You may also access the processors at the Teale Data Center and at the Office of Computer Services (1120 N St).

The computer operating system that allows the terminal to communicate with the processor is called VM/CMS. The terminal commands discussed in this manual allow you to communicate with the processor. In addition the processor communicates with you by means of messages at the top or lower right hand corner of the screen. Error messages generally appear at the top and messages about the status of the system appear in the lower right hand corner.

Each terminal user is assigned a group and user ID which is generally two alpha characters. These characters are used to identify your personal account. They must be used at logon and are the only way of ensuring that your output will be returned to you. All of your data files reside in your personal account, under your control. Data which you submit to Key Data Entry will be directed to your account after execution for subsequent update and processing. These files have no expiration date. Because your account has a limited size you will be expected to erase old unneeded files to prevent overflow. An archival filing system is also provided for long-term storage of shelf-jobs and important, hard to replace files.

Execution of programs takes place in the VM/CMS system in either real time or in a batch mode depending on job size and economic considerations. Results from a real time execution will appear on the screen during the current terminal session. A batch job will be executed later after waiting "in line" for processing.

This system was developed specifically for use by the Division of Structures. The various Menus and Screens described in this guide may change slightly as the system is modified in response to user needs. Any constructive suggestions you make are welcome.

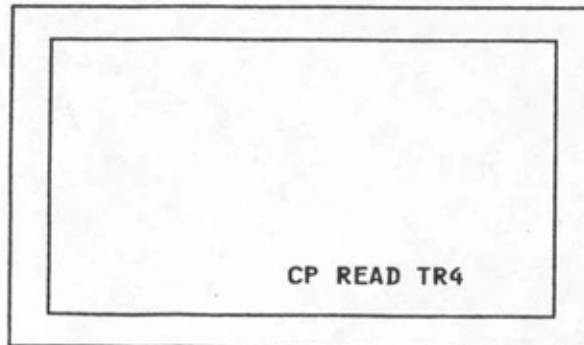
YOU SHOULD DEVELOP THE PRACTICE OF CAREFULLY READING ALL MENUS AND PROMPTS BEFORE REPLYING.

Part One of this guide is designed to give the user just enough information to accomplish the designated tasks on the terminal. Part Two is designed to provide background information and enough detail to help the user understand the computer system and become efficient on the terminal.

## NOTATION

Throughout this guide the following notation will be used to describe computer prompts and user replies:

### COMPUTER PROMPTS/MENUS (Enclosed in a 'Screen')



### USER COMMANDS (Delineated by Equal Signs)

```
=====
l tsbxy    <enter>
=====
```

Note that UPPERCASE or  
lowercase letters can be  
used for ALL commands.

NOTE: < > means to press the key named.

## KEYBOARD

The terminal keyboard is similar to a standard typewriter with additional special function keys.

Before you begin you should be acquainted with the following:

<PF keys> These are programmed to execute certain commands quickly.

<PA1> is a quick exit if you are in a loop and can't get out.

<Reset> will reset the screen if input is inhibited.

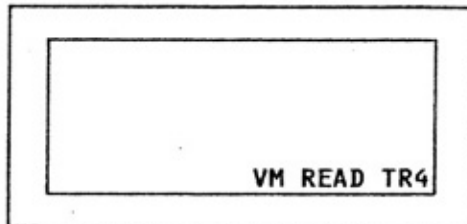
<Erase EOF> will erase characters from the cursor to the end of the field. (Won't work if you are in the first column.)

## PART ONE

## 1.1 THE SCREEN AND LOGON PROCEDURE

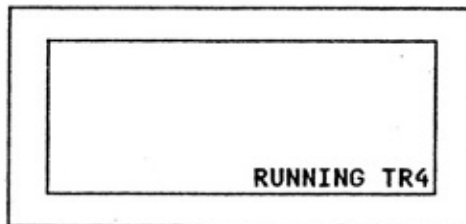
## THE SCREEN

When you see:



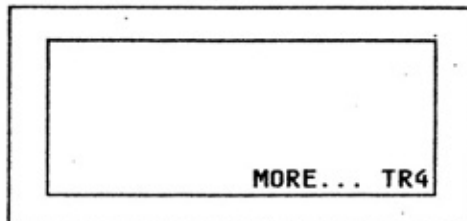
It indicates the system is WAITING FOR YOU to enter something.

When you are in the Structures System and you see:



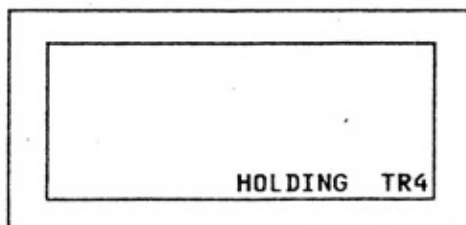
It indicates that YOU SHOULD WAIT ! Any entries you make at this time Could SERIOUSLY affect the session, YOU MUST WAIT until prompted!

When you see:



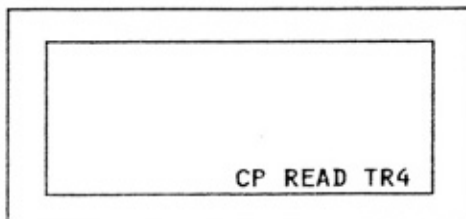
Press <clear> for the next page, otherwise the next page comes on in 1 min. Press <enter> for HOLDING then press <clear> to continue.

When you see:



Press <clear> for next page, otherwise the system will HOLD until you do something.

When you see:



It indicates the Control Program is waiting for a command. Usually the logon command '1 tsbxy'

### LOGON Procedure

Before you can logon you must have a Group letter and a Batch letter, and accounting information. Obtain these from your Section Leader.

```
=====
press <Clear> or <Enter>  once, twice or until CP READ appears in
=====                  the lower right-hand corner of the screen.
```

Now, in the lower left-hand corner of the screen Logon to your account as follows:

```
=====
L TSBxy    <Enter>    (where, xy are your Group and Batch letters)
=====
```

Then the system will ask for your password;

Type in your password and press <Enter>

The password will not appear on the screen but if you have not made an error the system will then respond approximately as follows:

```
L TSBxy
ENTER PASSWORD (IT WILL NOT APPEAR WHEN TYPED):
```

```
LOGON AT 15:27:11 PT TUESDAY 06/07/88
VM/SP REL 4L  11/16/86
```

```
RUNNING  TR4
```

BE PATIENT, the system is verifying your account. Other messages may then show on the screen as your account is activated. As long as the RUNNING message appears in the lower right corner - WAIT !!

At this time a message may appear on the screen. After reading the message press <Clear> to continue.



If you have more than one "EA" (Expenditure Authorization) the following screen will appear:

PLACE AN X IN FRONT OF THE ACCOUNTING DATA FOR THIS SESSION (OR ADD NEW DATA ON THE LAST LINE)					
SOURCE, UNIT, GROUP-BATCH, AND NAME MAY BE CORRECTED.					
SOURCE	DIST	59	UNIT	315	GROUP-BATCH TL NAME HALL
CHARGE	EA		SUB	SPECIAL	REMARKS
DIST			JOB	DESIGNATION	
- 59	910076	*		*	GENERAL CONFUSION
- 09	888111	*		*	SWAMPY FORK BRIDGE
-	-	-	-	-	-

Place an X <Enter> in the blank space at the beginning of the accounting data desired. The minimum data required is, NAME, CHARGE DIST and EA. The EA must be 6 characters, the SUB JOB must be 5 digits from 30000 to 99999 and the SD must be 2 to 12 characters. Use the \* SD combination when you want to use the SD without a SUB JOB number.

If any files are in your reader a screen containing a list of the files will automatically appear. At the bottom of the screen PF keys are defined that allow the files to be saved, received, printed, or discarded. If there are no files in your Reader or upon leaving the RDRLIST environment (by pressing the <PF3> key), you will then have access to the BRIDGE MAIN MENU.

Now you are ready to select an operation as described in Section 2.2.



## 1.2 ENTERING DATA INTO A NEW FILE

First select the desired operation from the BRIDGE MAIN MENU.  
(See 2.2).

## EXAMPLE 1: BDS USING PANEL INPUT

```

=====
Type   BDS  <enter>
=====

```

If there are no BDS files in your account you will be asked for a new file name. A file name is 1 to 8 characters of your choosing (for more information on file names see Section 2.3). For this example we will use the file name 'BRDG1'.

```

=====
Type   BRDG1 <enter>
=====

```

The following screen will appear:

```

SELECT DESIRED OPERATION
  P = PANEL INPUT/EDIT (FULL SCREEN TERMINAL ONLY)
  E = NORMAL EDIT WITH XEDIT
  R = RUN

```

If you select 'PANEL', panels very similar to the BDS input sheets will be displayed starting with BDS Card A. Fill in the information required on each panel. Refer to the BDS manual for details on what information is necessary.

BDS1 INPUT CARD TYPE A										100
MEM. NO.	JOINT NO.		END COND.		DIR.	LENGTH (FT)	MIN IZZ (FT)	HIN. LOC. SUP. MID. (FT)	E (KSI)	
	LT.	RT.	LT.	RT.						
1	1	2	p	r	h	135.0				
2										
3										
4										
5										
6										
7										
8										
MEM. NO.	DEAD LOAD UNIF. UN.WT. (K/FT) (PCF)		MEMBER PROPERTIES STIFF. FACT. LT. RT.		CARRY OVER LT. RT.		RECALL MEM. REV.		DEAD LOAD DEF. SIDE SHAY	
1		150								
2										
3										
4										
5										
6										
7										
8										

NEXT CARD? \_      FILENAME= BRDG1      PF1=HELP PF3=QUIT PF7=BACK PF8=FOR PF9=FILE

When you have completed a card ask for the next card by letter in the lower left hand corner of the screen. When you have completed all necessary cards press <PF9> to file your data. The following screen will be displayed to execute the run (if you do not want a run press <PF3>):

```

PLEASE FILL IN FOLLOWING INFORMATION TO SUBMIT BDS1    JOB

SOURCE==> 59315
CHARGE==> 59 EA==> 910076 SJ==> _____ SD==> _____

USER IMMEDIATE PROCESSING      ..... _
CMS BATCH PROCESSING           ..... X
NIGHT PROCESSING (BATCH ONLY)  ..... _

OUTPUT DESTINATION ..... PRINTER (14X11 PAPER ONLY) ..... _
                           ..... YOUR ACCOUNT ..... X

JOB IDENTIFICATION _      PLOT DEST  n (P/PAPER T/TERM D/DRAFT N/NO)

MAXIMUM CPU TIME ALLOWED      3 MINUTES
ESTIMATED REGION REQUIRED      2049 K
MAXIMUM OUTPUT LINES          10000 LINES

ENTER=RUN    PF3=QUIT
  
```

Every item except JOB ID has a default selection. So the only decision you must make is the JOB ID, which can be any character. The JOB ID is for your use to distinguish between outputs. It will appear on the first page of your output. The JOB ID is required only for BATCH PROCESSING.

If the destination for the output is the printer, the printout will be returned to your section or you can pick it up from the bins in the 5th floor printer room.

```

=====
Press <enter> to run your job.
=====
  
```

If you mark 'YOUR ACCOUNT' as the destination of your batch run, the output will go to your Reader. Reach the Reader by pressing <PF9> from the BRIDGE MAIN MENU. The RDRLIST panel will appear as follows (See Section 2.4). Note the PF key definitions at the bottom of the screen.

```

TSBTL  RDRLIST  A0  V 108  TRUNC=108  SIZE=1  LINE=1  COL=1  ALT=2
Cmd  Filename  Filetype  Class  User  at Node  Hold  Records  Date  Time
      CMSBATCH  TSBDSATL  PRT  A  CMSBATCH  TR4  NONE      94  03/21  07:29:08

1= Help      2= Refresh  3= Quit      4= Rdrprnt   5= Sort(date) 6= Discard
7= Backward  8= Forward  9= Receive  10= Sort(size) 11= Rdrscan  12= Cursor

=====>
                                           XEDIT 1 FILE
  
```

## EXAMPLE 2: COGO FILE USING XEDIT

From the BRIDGE MAIN MENU

```

=====
Type   COGO <enter>
=====

```

If there are no COGO files in your account you will be asked for a new file name. Enter your file name (1-8 characters) and the following will appear:

```

COGO1  COGO   A1  V 132 TRUNC=132 SIZE=0 LINE=0 COL=1 ALT=1
|...+...1...+...2...+...3...+...4...+...5...+...6...+...7...+...
===== * * * TOP OF FILE * * *
i3==== COGO
===== FINISH
===== * * * END OF FILE * * *

=====>

XEDIT 1 FILE

```

The above format is typical of XEDIT screens (See Section 2.36). The equal signs in front of each line indicate the PREFIX AREA. This area is used for Prefix Commands. The '====>' at the lower left corner of the screen indicates the command line. To enter data in the file, lines must be added.

```

=====
Type   i3   <enter>   in the prefix area of the line containing
=====               the word 'COGO'.

```

You need not add the exact number of lines you will use. If 'i 5' is placed in the prefix area, for example, 5 lines will be inserted.

Now you may type the COGO statements in the working space. Please see "ENGINEER'S GUIDE TO ICES COGO 1" for details.

```

COGO1  COGO   A1  V 132 TRUNC=132 SIZE=0 LINE=0 COL=1 ALT=1
|...+...1...+...2...+...3...+...4...+...5...+...6...+...7...+...
===== * * * TOP OF FILE * * *
===== COGO
===== STORE POINT 1 N 2000 E 3000
===== LOCATE POINT 2 FROM 1 DISTANCE 320.00 BEARING N 20 32 50 E
===== LOCATE POINT 3 FROM 2 DISTANCE 428.00 BEARING N 39 25 30 E
===== FINISH
===== * * * END OF FILE * * *

=====>

XEDIT 1 FILE

```

To save what you have entered you MUST type:

```
=====
file <enter>      in the command area when you are done.
=====
```

The filename will automatically be added to your list of COGO files, and you will automatically exit the XEDIT environment.

A useful XEDIT prefix command for COGO is (") or ("n). These will repeat a line if you need several similar lines. ("n) will repeat the line 'n' times. For example "2 :

```
COG01  COGO  A1  V 132 TRUNC=132 SIZE=0 LINE=0 COL=1 ALT=1
1...+....1....+....2....+....3....+....4....+....5....+....6....+....7....+...
***** TOP OF FILE *****
***** COGO
***** STORE POINT 1 N 2000 E 3000
***** "2= LOCATE POINT FROM DISTANCE BEARING
***** FINISH
***** *** END OF FILE ***

*****>

XEDIT 1 FILE
```

Makes two more copies of the line.

```
COG01  COGO  A1  V 132 TRUNC=132 SIZE=0 LINE=0 COL=1 ALT=1
1...+....1....+....2....+....3....+....4....+....5....+....6....+....7....+...
***** TOP OF FILE *****
***** COGO
***** STORE POINT 1 N 2000 E 3000
***** LOCATE POINT FROM DISTANCE BEARING
***** LOCATE POINT FROM DISTANCE BEARING
***** LOCATE POINT FROM DISTANCE BEARING
***** FINISH
***** *** END OF FILE ***

*****>

XEDIT 1 FILE
```

See Section 2.36 for more details on XEDIT commands.

### 1.3 EDITING DATA IN AN EXISTING FILE.

Once you have run a program you might want to change the information in your file and rerun the program. Select the program from the BRIDGE MAIN MENU. In this case we will edit a BDS file.

EXAMPLE:

```

=====
Type      BDS <enter>
=====

```

You will be shown a screen with all of your BDS file names.

```

          PLACE AN X IN FRONT OF THE FILE YOU WISH TO USE.
(PRESS ENTER FOR THE NEXT PAGE OF FILE NAMES OR TO CREATE A NEW FILE)
_____ _EXAMPLE      _ TEST1      X BRDG1

```

For our BDS example 'BRDG1' assume we want to change the length of the bridge from 135.00 feet to 136.00 feet. Mark BRDG1 with an 'X' (or any character).

To edit programs such as BDS, YIELD, FOOT, etc. you will be given a choice of 'panel' or XEDIT. If 'panel' is chosen, the labeled data are displayed as input panels (such as 'A Card'). Changes can be made, and the changes saved using the <PF9> key.

Using XEDIT the file is displayed as follows:

```

BRDG1  BDS1  A1  f 80  TRUNC=80  SIZE=4  LINE=0  COL=1  ALT=1
|...+...1...+...2...+...3...+...4...+...5...+...6...+...7...+...>
===== * * * TOP OF FILE * * *
=====  1 1 2PRH1360  0 0          0150  0 0 0 0 0 0          100
=====  1 0 0 0 01000 633 813 638 912112267112267 30 712 30 712          0 200
=====  1 7143  0 0 0  0 000  HS LOAD NOT FACTORED          400
=====  2101 1 050 0 350 550 350  0 0 0 0 0 OR  1 0  0 0  0 600
===== * * * END OF FILE * * *

=====>

XEDIT  1 FILE

```

After changing 135.00 to 136.00 you MUST

```

=====
Type      file <enter>      in the command area to save the change.
=====

```

See Section 2.36 for details on XEDIT.

## 1.4 COPYING FILES

If you wish to maintain two input data sets for a bridge, you may copy an existing BDS file (or any other file), give the copy another name, and then make changes to the copy. First obtain a list of the files in your account from the BRIDGE MAIN MENU;

```

=====
Type      M <enter>      for file Maintenance.
=====

```

This places you in the FILELIST environment (See Section 2.32). A list of all the files in your account will be displayed.

### EXAMPLE: Copying Files

Type the 'copy / ' command on the appropriate line shown starting in the command space and typing over the filename and <enter>.

Cmd	Filename	Filetype	Fm	Format	Lrecl	Records	Blocks	Date	Time	
	TSBTL	FILELIST	A0	V	108	TRUNC=108	SIZE=100	LINE=1	COL=1	ALT=1
	\$FSI	\$HELP	A1	F	80	197	16	5/07/86	14:51:54	
	100001	AUTOSAVE	A1	V	99	14	1	5/16/88	8:02:05	
	BRDG1	BDS1	A1	F	80	1	1	6/22/88	14:24:12	
	TEST	BDS1	A1	F	80	20	2	12/08/86	13:13:21	
	BLOC16	BK	A1	F	80	85	7	12/31/87	13:19:07	
	PEOPLD	BK	A1	F	83	107	9	2/05/88	11:28:28	
	SECTROS	BK	A1	F	80	308	25	3/14/88	14:43:18	
	PEOPLD	BK2	A1	F	83	33	3	4/06/88	10:01:20	
	RDST	BK2	A0	V	101	191	18	3/21/88	15:52:46	
	BLOC1	CALLS	A1	F	80	287	23	1/21/88	16:10:54	
	BLOC2	CALLS	A1	F	80	76	6	1/21/88	16:10:55	
	BLOC3	CALLS	A1	F	80	475	38	1/21/88	16:10:57	
	BLOC4	CALLS	A1	F	132	750	97	1/27/88	15:34:47	
	DEDES	CALLS	A1	F	80	255	20	2/03/88	16:06:43	
	TIESD	CALLS	A1	F	132	27	4	1/21/88	16:11:06	
	B96	COGO	A1	F	80	8	1	1/16/86	12:27:22	
	COGO1	COGO	A1	V	6	2	1	8/12/86	9:20:28	
	TEST	COGO	A1	F	80	10	1	12/23/85	7:09:54	
	TESTCUR	COGO	A1	F	80	10	1	12/30/85	11:25:28	
	AELTAB	COMM	A1	F	80	12	1	8/13/87	13:02:17	
1= Help    2= Refresh    3= Quit    4= Sort(type)    5= Sort(date)    6= Sort(size) 7= Backward    8= Forward    9= FL /n    10=    11= XEDIT    12= Cursor										
*****>										

Type over the filename as shown below. You may leave the remainder of the information as shown below.

```
copy / alt2 = BDS1    A1 F    80    1    1 6/22/88 14:24:12
```

Note that there is a space between the word 'copy' and the slash, and the slash and the filename 'ALT2'. The equal signs mean that the filetype and filemode have not changed. (See FILE ID 2.31) Now your account will have two identical BDS files 'BRDG1' and 'ALT2'. Press <PF2> and the new file will appear at the top of your FILELIST. For details on manipulating files in your account see FILELIST Section 2.32. Filelist is useful for deleting, printing, and re-naming files.

## 1.5 ACCOUNTING DATA

Up to 54 lines of accounting data may be kept in a file which is automatically displayed at LOGON time. You select the desired accounting data for the session by placing an X (or any other character) at the left end of the line. Refer to Section 1.1 (LOGON PROCEDURE) for details.

This file resides in your account, (filename=ACCOUNT, filetype=FILE). The presence of the file in your account is all that is necessary for the automatic access feature to be utilized.

To create or edit the Account File from the BRIDGE MAIN MENU:

```

=====
Type   A  <enter>
=====

```

The following screen is then displayed:

SOURCE, UNIT, GROUP-BATCH, AND NAME MAY BE CORRECTED.						
SOURCE	DIST	EA	SUB	SPECIAL	ACTIVE	REMARKS
CHARGE	DIST	JOB	DESIGNATION			
- 59	910076	*	*		Y	GENERAL CONFUSION
- 09	888111	*	*		Y	SHAMPY FORK BRIDGE

7= BACKWARD 8= FORWARD 9= FILE (D IN FRONT OF LINE= DELETE)

The SOURCE, UNIT, GROUP-BATCH, and NAME may be changed at any time on the screen. Enter the accounting data starting on the first line. The SOURCE and CHARGE DIST must be 2 digits each, the SOURCE UNIT must be 3 digits, the EA must be 6 characters, the SUB JOB must be 5 digits from 30000 to 99999 and the SD must be 2 to 12 characters. The data must be complete before it will be accepted. DO NOT ENTER INVALID ACCOUNTING DATA. DOUBLE CHECK FOR TYPOGRAPHICAL ERRORS AND BE SURE THE CHARGE NUMBER MATCHES THE EA. Invalid entries will generate an error report. The remarks are optional and may be used to help you identify the accounting data. If ACTIVE = Y the accounting data will be displayed at logon. If ACTIVE = N the data will not be displayed.

To delete a line place a 'D' in front of the line to be deleted.

### PF Key Operations (Account File)

```

<PF3> --- QUIT -----Back to Main Menu --- revisions NOT saved.
>F7> --- BACKWARD ---- Page back 1 page in account file.
<PF8> --- FORWARD - Page forward 1 page in account file.
<PF9> --- FILE ---- Saves all revisions/additions to ACCOUNT FILE.

```



## 1.6 REVIEWING INPUT AND OUTPUT FILES

### FILES

You may look at the contents of any of your files by using File Maintenance (<M> from the BRIDGE MAIN MENU ) or (FILELIST from CMS). Place the cursor in the Command Area of the file you wish to see and use the <PF11> key to XEDIT (read or modify) the file. The Command Area is located just to the left of the File ID.

### OUTPUT

If you want a quick check of your output you may look at it on the terminal. If you run your job "immediate processing" the output will appear on the screen after the job is done. Look through it by using the <PF8> key to go forward and <PF7> to go backward one screen at a time. After you press <PF3> to quit you will be asked if you wish to print your output.

If you run your job 'batch' and send your output to your account, rather than a printer, it will be directed to the Reader after it is run. You will then be able to look at your output by pressing the <PF11> key (RDRSCAN). You may page through the output, screen by screen, using <PF8>, or use the Forward command (FO n where n is the number of screens) to find the information you need. If you go past the area of interest you may use <PF7> to go back screen by screen or use the BACK command (BA n where n is the number of screens). Details on the Reader and RDRLIST are in Section 2.4.

If you want to find a particular "word" in an output, type /word <enter> on the command line. The file will be searched from the first line on the screen to the end of the file. The line containing "word" will be displayed at the top of the screen. Use <PF9> to re-execute this command to find the next use of the "word".

Example:

```
=====
Type    /prestress <enter>    to find the first instance of the
=====                        the word "prestress".
```

## 1.7 HOW TO HANDLE PROBLEMS

It is not unheard of for things to go wrong during a terminal session. First check to make sure there are no loose connections between the cables and the back of the terminal. This could make the system appear to be 'down'. If the system is down it must be reported to the 5th floor Computer Support Section in order to restore the system.

## PROBLEM REPORTING

In order to document and correct problems with this System, it is requested that when a problem occurs you call Structures Computer Operations and Support. A list of persons available to resolve specific problems is available in the 5th floor printer room. Please have the following information ready when reporting problems:

Account Name ---(TSBxy)  
Time the problem occurred.  
Where did the problem occur ? ( menu ? )  
Nature of Problem (What happened ?)

## IN A LOOP

If you are in a 'loop' and can't seem to get out;

```
Use      =====  
          <Reset>, <PA1>, <clear> then  
          =====  
  
Type     =====  
          IPL CMS  
          =====
```

If you get tied up to the point where you do not know how to get out:

EMERGENCY EXIT: Press the PA1 key, then Type LOGOFF and <enter>.

NOTE: A file you are working on at the time you exit with  
<PA1> will not be updated.  
It is also suggested that you report the problem.

## INPUT INHIBITED

If your input is inhibited you will hear an audible prompt (beep) when you press a key. Press <Reset> or <Alt> <Reset> to restore the terminal to normal. If this does not work turn the terminal off for 5 seconds (the red power switch) and then back on. Press <Enter> until the CP READ message appears and then begin the following RECONNECT Procedure.

If you press the <Recrd> key a display of small squares will appear at the bottom of the screen and the key board will not respond. Press the <Recrd> key again and the keyboard will unlock.

## RECONNECT PROCEDURE

If you are disconnected from the system, (usually due to an equipment failure) the terminal will 'hang up' until the system is reconnected. The TR4 logo should appear when the system is reconnected. At this time you must re-initiate the LOGON procedure (Section 1.1). If a message appears on the screen that you were:

```
L TSBxy  
RECONNECTED AT 07:17:31 PDT FRIDAY 10/14/82
```

```
CP READ TS2
```

Then you respond --

```
=====
BEGIN <enter> <enter>  You must press <enter> twice.
=====               You will then be returned to the exact
                        place you were before the disconnect.
```

Note: If you do not get the RECONNECT message (above) then the system was not able to restore you to your previous position. Any files you were working on at the time of disconnect may not contain your latest changes and normal LOGON will continue.

## 1.7 HOW TO HANDLE PROBLEMS (Cont.)

### THE FULL ACCOUNT

When your account becomes full, you must either erase or store some files. The steps involved depend on where you are in the system when you discover the account is full.

The easiest way to erase or store files is from the BRIDGE MAIN MENU. Press <M> for Maintenance or <U> for Utility then <enter>. From there you can erase or store files. (See Sections 2.32 and 2.34)

If your account is full at logon you will be placed in CMS mode. (R; appears in the upper left corner of the screen).

```

Type      =====
          FILELIST <enter>      refer to Section 2.32 to erase or store
          =====              files.

          =====
Then      <PF3>    to quit
          =====

          =====
Then      IPL CMS <enter>
          =====
```

If you fill up your account while in XEDIT or a 'Panel' program, you must first get to the BRIDGE MAIN MENU in order to save any changes you have made to the file. You will receive an error message.

```

Type      =====
          BRIDGE   <enter>      on the command line.
          =====

          =====
Then      M        to reach the FILELIST.
          =====
```

You may now erase or store some of your files to free up some storage space (See Sections 2.34 and 2.35).

You must return to the XEDIT application from the BRIDGE MAIN MENU by typing CMS and <enter>.

NOTE: If you do not want to save your changes you can type QQUIT and <enter> and then get to the BRIDGE MAIN MENU in the usual way and perform clean up operations.

## PART TWO

## 2.1 SYSTEM DESCRIPTION

